

PREVIEW
WATCH DOGS: LEGION

PREVIEW
ORI AND THE WILL OF THE WISPS

REVIEW
GEARS 5

INTERVIEW
WWE 2K20

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ISSUE**

ISSUE
66






Blood and Gore
Intense Violence
Strong Language
Suggestive Themes



Bethesda

The background of the entire image is a piece of promotional art for the game. It depicts a character in a dark, tactical suit with a helmet, holding a large, futuristic, purple and black weapon. The character is shown in profile, looking towards the left. The background is a mix of yellow and orange, with splatters of purple and pink, suggesting a chaotic or battle environment. The title 'RAGE 2' is at the top in a bold, black font with a pink '2'. Below it, 'RISE OF THE GHOSTS' is written in a large, stylized, black font with pink and orange splatters. At the bottom, there is a white banner with the text 'NEW DLC NOW AVAILABLE IN THE IN-GAME STORE' in bold black letters. Below the banner are the logos for PC, Xbox One, and PS4.

RAGE 2

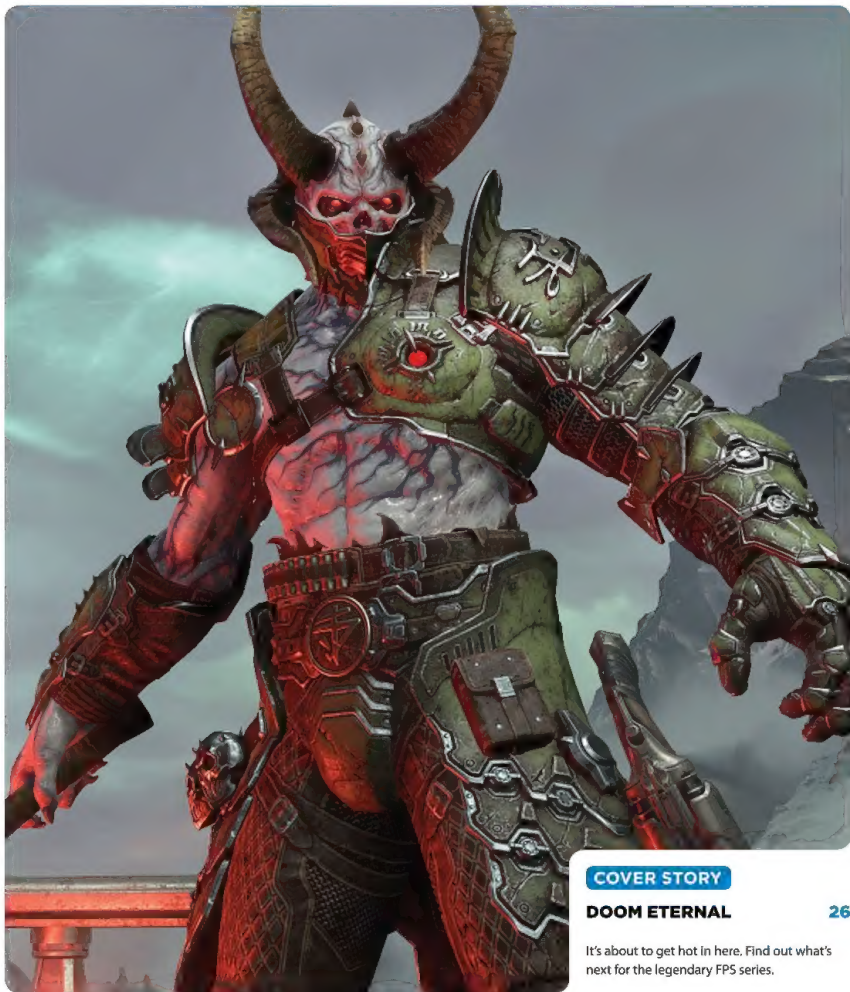
RISE OF THE GHOSTS

**NEW DLC NOW AVAILABLE
IN THE IN-GAME STORE**

PC | GAME

 **XBOX ONE**

 **PS4**



COVER STORY

DOOM ETERNAL

26

It's about to get hot in here. Find out what's next for the legendary FPS series.



PS4



XBOX ONE

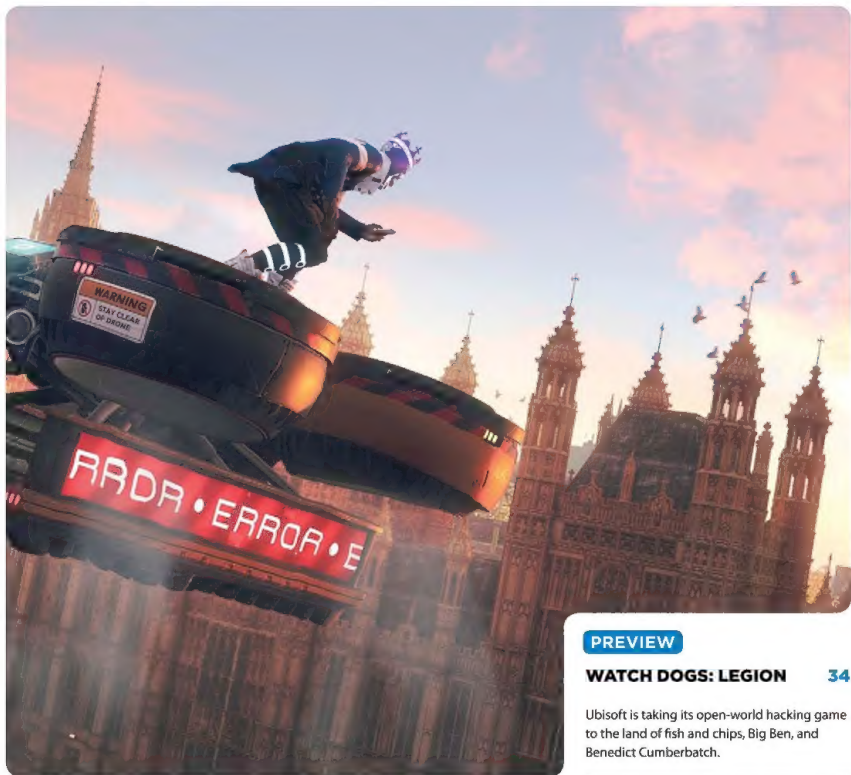


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PREVIEW

WATCH DOGS: LEGION 34

Ubisoft is taking its open-world hacking game to the land of fish and chips, Big Ben, and Benedict Cumberbatch.

SECTIONS

EDITORIAL

08

GAME ON

10

FIVE TO PLAY

14

PARTING SHOTS

50

PREVIEW

ORI AND THE WILL OF THE WISPS

38

PREVIEW

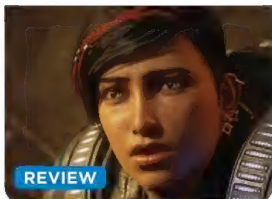
FINAL FANTASY VII REMAKE

42

PREVIEW

ANIMAL CROSSING: NEW HORIZONS

46



REVIEW

GEARS 5

48



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WELCOME

FROM THE EDITORS



Franchise player

These days, movie and TV fans love to talk about the deluge of sequels, reboots, and remakes that have taken over Hollywood. When Disney isn't busy putting out more record-breaking *Marvel* and *Star Wars* entries, it's remaking its beloved animated classics in live action. Other studios are scrambling to build their own mega-franchises to compete. On the small screen, meanwhile, CBS has a new *Twilight Zone*, HBO is working on somewhere between one and infinity *Game of Thrones* spin-offs, and NBC recently announced plans to bring back *Battlestar Galactica* and *Saved by the Bell*, to name just a few examples. The expectation, increasingly, is that everything can and should be a franchise that lives forever.

What often goes unremarked in these discussions is the idea that, to some degree, video games got there first. Sure, movies (and even novels) have gotten sequels for ages, but for a long time that was the exception, not the rule. Games, on the other hand, have been pumping out follow-ups in volume more or less since the start. Some of the most prominent games on the market come from series that are more than a decade old. If it were a person, *Call of Duty* could get a driver's license this year. *Halo* would finally be old enough to vote. At 34, *Super Mario Bros.* might already be living in the suburbs with a Baby Mario or two.

Our cover story is another perfect example. The original *Doom* released in December

of 1993, helping to inspire one of the most popular genres in all of gaming. *Doom Eternal* is looking to keep up the momentum more than 25 years later.

Remarkably, there's not a single game featured in this issue that's not a sequel, remake, or spiritual successor of some kind. Our other previews take a look at Ubisoft's open-world hackathon *Watch Dogs Legion* (the third game in its series), Nintendo's relaxing life sim *Animal Crossing: New Horizons* (the fifth main game), the gorgeous 2D platformer *Ori and the Will of the Wisps* (only the second), and the *Final Fantasy VII Remake* (the title probably says it all on that one).

So what should we make of this franchise dominance? While we're all for fresh ideas, there's something comforting in knowing that our favorite games have grown up along with us. Plus, the prevalence of sequels doesn't seem to have stopped newcomers from making it big—just ask *Fortnite*. At their best, long-running series can allow game developers to build on their past work to iterate, experiment, and discover the next big thing. What have games taught us if not the importance of earning experience and leveling up?

Speaking of sequels, be sure to keep reading future issues of *Walmart Gamecenter*, the magazine that keeps you at the center of all things gaming.

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Walmart
Gamecenter

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GAME ON

GAMING NEWS, NUMBERS & GOSSIP

BY GAMECENTER STAFF

Ring Fit Adventure is here for Nintendo Switch—but what is it?

Along with a wide variety of exciting new releases and favorite hits, you may have noticed something else in the Nintendo Switch section of your local Walmart: *Ring Fit Adventure*. But with its larger box and mysterious ring-like accessory, what exactly is it, anyway?

Ring Fit Adventure is a new idea from Nintendo, one that combines a thrilling adventure game with real-world movement to create an

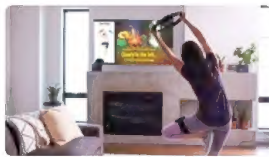


experience that can help you get fit while having fun. By attaching your Nintendo Switch's Joy-Cons to the included "Ring-Con" and Leg Strap, movements you actually perform are translated to your character in the game. The Ring-Con is a large flexible ring that provides resistance, which you can squeeze, stretch, or interact with in a variety of other ways. Meanwhile, the Leg Strap attaches to your left

thigh, letting the game track movements like jogging in place.

Used together, the actions you take will help guide your character through a game crafted to work out various parts of your body. In one moment you might be running down a path, exploring the vast world that lies ahead. In another, you might be facing off against a horde of monsters, as you attack and defend using over 40 Fit Skill exercise moves. *Ring Fit Adventure* will guide you through how to do all of that and more as you earn experience for your character, level up your stats, and unlock new Fit Skills.

Exercising can be hard for anyone who finds it boring, so *Ring Fit Adventure* was designed to provide an engrossing experience with the kinds of action, character progression, and exploration you'd find in controller-based games. However, for those times when you



want to concentrate more on the exercise itself, a Quick Play mode allows for more focused, shorter-burst sessions. Other modes let you choose which exercises you want to work on, pick sets of exercises designed to target specific parts of the body, or even play a low-movement "Silent" mode for those who don't want to make too much noise.

"Nintendo is always looking for ways to surprise people with one-of-a-kind, fresh experiences," said Nintendo of America's Senior Vice President of Sales and Marketing Nick Chavez as part of the announcement. "*Ring Fit Adventure* combines gaming and physical activity in a way that incentivizes people to keep coming back for more, to further both the story and their own fitness goals."

To pick up your own copy of *Ring Fit Adventure* on Nintendo Switch, visit Walmart.com or your local Walmart store.

BY THE NUMBERS

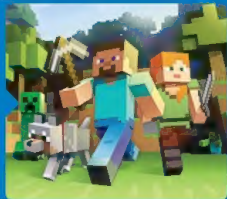
30 Million Number of PlayStation 4s sold in the U.S., which is around 30% of total worldwide units

1st Tournament placement finally achieved by the *Pokémon* anime's Ash Ketchum after 22 years of trying

0 Percent Final hit ratio achieved by gamer Manekimoney in a recent playthrough of *Resident Evil 4* (he beat the game using only the knife and explosives)

112 Million Monthly Minecraft users, according to developer Mojang

22 Years Amount of time it's taken the quirky Japanese RPG *Moon* to come to the West



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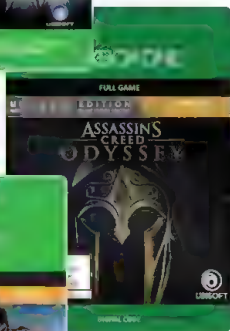


4.

Redeem

Redeem the code printed on your receipt in your game console to download (when available) and then Play First without returning to the store!

ENTER CODE



Take on terror in Capcom's upcoming Project Resistance

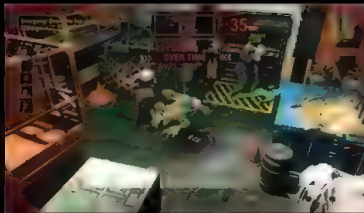
At this year's Tokyo Game Show, Capcom lifted the lid off of the next chapter of the *Resident Evil* series. What was simmering in the pot, however, wasn't quite what anyone expected.

Currently titled *Project Resistance*, the game will be an asymmetric online five-person multiplayer contest that mixes both cooperative and competitive dynamics. On one side will be the four Survivors, a group of seemingly normal people

captured by a twisted individual known as the Mastermind. The Mastermind, you see, has crafted an array of bizarre experiments and challenges, with the goal of seeing if the Survivors can escape from what awaits.

And what, exactly, is waiting for the Survivors? A whole host of creatures and scenarios that will no doubt be familiar to *Resident Evil* fans. Watching from behind the safety of security cameras, the Mastermind can set traps, manipulate the environment, summon monsters, and take control of zombies or even a Tyrant.

Project Resistance is set for release sometime next year on Xbox One, PlayStation 4, and PC. Keep up on the game's release on Walmart.com or at your local Walmart store.



Two more assassins sneak onto the Nintendo Switch

For fans looking for some great stealth action on the Nintendo Switch, Ubisoft will have just the answer this December.

The company recently announced *Assassin's Creed: The Rebel Collection*, a special new release that will bring together two classic titles from the long-running series: *Assassin's Creed IV: Black Flag* and *Assassin's Creed Rogue*.

Assassin's Creed IV: Black Flag takes place during the Golden Age of Piracy, letting players step into the boots of Edward Kenway. Kenway is one of the most feared pirate captains in the Caribbean, and his adventure takes him through a vast open world filled with epic battles, hidden treasures, and even legendary characters such as Blackbeard.

Assassin's Creed Rogue, meanwhile, unfolds amidst the chaos of the French and Indian War. Main character Shay Patrick Cormac starts off as a loyal member of the Assassin Brotherhood, but soon finds himself a Templar hunting down those he once called brothers. As opposed to the warm seas of the Caribbean, *Assassin's Creed Rogue* takes place in the frigid waters of the North Atlantic.

In addition to both games, *Assassin's Creed: The Rebel Collection* will include all previously released single-player DLC for *Assassin's Creed IV: Black Flag*, which includes the side story Freedom Cry, the Illustrious Pirates Pack, the Crusaders & Florentine Pack, and the Death Vessel Pack. As well, both games have been updated to make use of features on the Nintendo Switch such as HD rumble and motion-control aiming.

Assassin's Creed: The Rebel Collection sets sail on the Nintendo Switch December 9th. Pre-order your copy now on Walmart.com or at your local Walmart store.

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WWE 2K20

2K SPORTS / XBOX ONE PS4 PC

OCT
22

CALL OF DUTY: MODERN WARFARE

ACTIVISION / XBOX ONE PS4 PC

25

THE OUTER WORLDS

PRIVATE VISION / XBOX ONE PS4 PC

25

MEDIEVAL

SONY PS4

25

VAMPIR

FOCUS HOME / SWITCH

29

LUIGI'S MANSION 3

NINTENDO / SWITCH

31

MARIO & SONIC AT THE OLYMPIC GAMES

SEGA / SWITCH

NOV
5

JUST DANCE 2020

UBISOFT / XBOX ONE PS4 SWITCH

5

DEATH STRANDING

SONY / PS4

8

NEED FOR SPEED HEAT

EA / XBOX ONE PS4 PC

8

POKÉMON SWORD AND POKÉMON SHIELD

THE POKÉMON COMPANY / SWITCH

15

STAR WARS JEDI: FALLEN ORDER

EA / XBOX ONE PS4 PC

15



The next chapter of Yakuza takes a surprising turn

Sega and developer Ryu Ga Gotoku Studio recently revealed the next chapter in the cult-classic *Yakuza* series, one which is looking to take the franchise in some dramatic new directions.

Officially titled *Yakuza: Like a Dragon* in the West, the game is centered around a new protagonist named Ichiban Kasuga. A member of the Arakawa Family, which itself is a division of the Tojo Clan, Kasuga starts the game having just been freed from prison after taking the fall for his boss. He returns to Kamurocho only to discover the Tojo Clan fallen and his sacrifice nearly forgotten. After being double-crossed by his old boss and left for dead, Kasuga wakes up to find himself in Yokohama, the city where the rest of the story takes place.

While Yokohama will bring a fresh new location for you to explore, many of the familiar gameplay elements from the *Yakuza* series will remain intact. However, one core part of the game is getting a major change, one which may be quite unexpected for some fans.

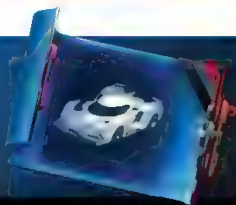
In a first for the series, *Yakuza: Like a Dragon* will feature a new turn-based combat system. As the story progresses, you'll find new allies



to recruit, and when Kasuga and his partners encounter enemies, battle plays out almost like an RPG. Instead of mashing buttons, fists are thrown or weapons swung by choosing options from a menu system. Even with backup, battling the Japanese, Chinese, and Korean gangs that have taken over Yokohama won't be easy. Taking a cue from a variety of other Japanese RPGs, *Yakuza: Like a Dragon* will also feature a job system, where switching between different careers will give Kasuga new fighting styles and techniques.

Of course, this wouldn't be a *Yakuza* game without a wide array of side content when you need to take a break from cleaning up the streets. From what we've seen so far, *Yakuza: Like a Dragon* will feature minigames such as go-karting, taking tests, playing darts, singing karaoke, and even a quick time event-based game where quick button presses keep Kasuga from falling asleep in a movie theater. High stakes stuff!

There's still a lot more to learn about *Yakuza: Like a Dragon* before it hits North America sometime next year. Stay tuned to [Walmart Gamecenter](#) and [Walmart.com](#) for the latest.



Psyonix reveals replacements for Rocket League's Crates and Keys

Earlier this year, developer Psyonix announced that it would be introducing a replacement for *Rocket League's* Crate system. Now, the studio has shared details on what those new options will be.

This December, Psyonix will be bringing the Blueprint system to the game. Once the change is introduced, players will have a chance to receive a Blueprint at the end of each match instead of a Crate. Each Blueprint shows exactly what item it can create, and for what price, and players can decide to immediately craft that item once its Blueprint is in their inventory. As well, like Crates, Blueprints can drop with special attributes like Painted, Certified, and Special Editions.

In addition to Blueprints, an item shop will also be coming to *Rocket League*. This new shop will offer a rotating set of cosmetic items that can be purchased using Credits, a new currency that'll replace Keys. Those Credits can also be used to create Blueprints, or purchase the game's Rocket Pass.

To help with the transition, Psyonix announced that once the December update hits, all Crates and Keys that current *Rocket League* players have will be converted to Blueprints and Credits. So, players won't have to worry about losing the spoils of their efforts during the transition.

If you still haven't taken *Rocket League* for a spin, you can pick up either the regular or Ultimate Edition of the game either on [Walmart.com](#) or at your local Walmart store.

ONE

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CALL OF DUTY: MODERN WARFARE

JOEL EMSLIE, STUDIO ART DIRECTOR, INFINITY WARD

"All of the new *Modern Warfare* is meant to be cohesive. Single-player is cinematic and tells a new story that supports the other modes. When we started to build out multiplayer, we wanted a way to communicate some context; why two opposing factions were at a location squaring off against each other. In one MP map from the cliffside you can actually see a single-player location down below and recognize that these two places exist in the same region. As for new gameplay elements, in single-player, we went to great lengths to dig deep into the behavior of our AI friendlies and enemies. This is something that we had to revamp because of our one-to-one scale used to make the environments feel real. And with multiplayer, 2v2 'Gunfight' was an experimental mode that quickly became a studio favorite. It has the spirit of older first-person shooters from the '90s that we all loved."

FACT FILE

PUBLISHER ACTIVISION
DEVELOPER INFINITY WARD
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 10.25.2019

NEW GAMES YOU DON'T WANT TO MISS



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TWO

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THE OUTER WORLDS

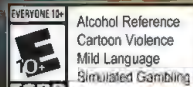
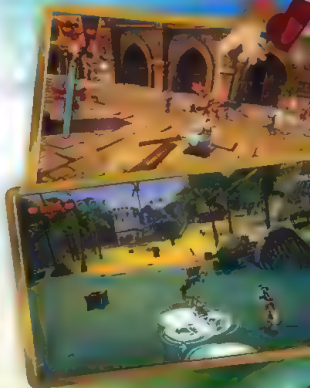
LEONARD BOYARSKY, CO-GAME DIRECTOR/LEAD NARRATIVE DESIGNER, OBSIDIAN ENTERTAINMENT

"*The Outer Worlds* is about the furthest settled colony on the frontier of space, which also happens to be completely owned and operated by corporations. It takes place in the year 2355, in an alternate universe whose timeline diverged from ours in the early 20th century, and the story was influenced by *Firefly*, *Fallout*, early Kurt Vonnegut, *Brazil*, and a weird combination of the Coen Brothers and Wes Anderson. As for the gameplay, it's a true, classic role playing game built around player choice and letting players build any type of character they want—and having the game react accordingly. The most obvious parallel is the *Fallout* series, not only because it's a first-person retro sci fi RPG, but also because Tim Cain, the other game director, and I were two of the original creators of *Fallout*. But what makes it different, besides being an evolution of the classic RPG, is the dark humor. We tackle serious themes in a silly way."

FACT FILE

PUBLISHER PRIVATE DIVISION
DEVELOPER OBSIDIAN ENTERTAINMENT
PLATFORMS XBOX ONE, PS4, SWITCH, PC
RELEASE DATE 10.25.2019 (SWITCH TBA)

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FIVE TO PLAY



THREE



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MEDIEVIL

NICK ACCORDINO, PRODUCER, SONY INTERACTIVE ENTERTAINMENT

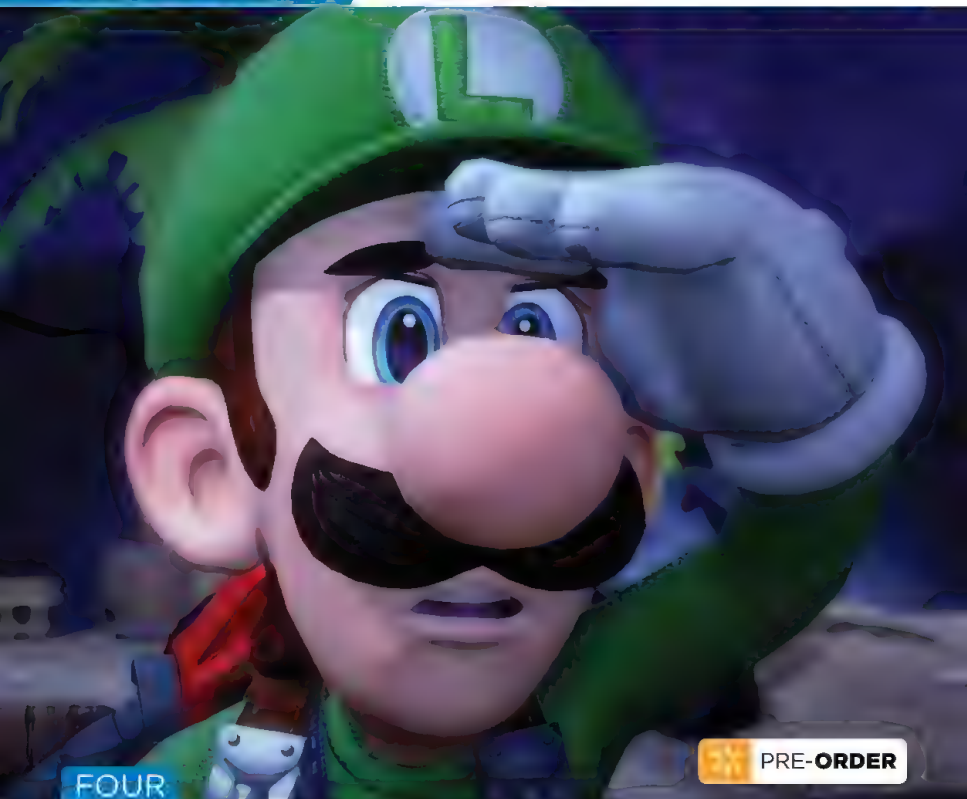
"*MediEvil* is a third-person action game from 1998 that's fondly remembered as a PlayStation classic for its mix of challenging and addictive gameplay, silly humor, and wonderfully strange environments. Players control Sir Dan, a failed knight in life who has been accidentally resurrected—who they have to lead on a tale of redemption as he tries to save the kingdom of Gallowmere from the evil necromancer Zarok. For this version, the gameplay, story, and even voice acting from the PS1 version are all exactly as they were, but we did our best to make the Halloween art style of the original as vibrant and beautiful as possible. We also added new quests, including a brand-new 'Lost Souls' quest, and a completely orchestrated and remixed soundtrack, as well as a new behind-the-shoulder viewpoint that really lets you immerse yourself in the astounding art of the game and experience the adventure like never before."

FACT FILEPUBLISHER SONY INTERACTIVE
ENTERTAINMENT

DEVELOPER OTHER OCEAN INTERACTIVE

PLATFORMS PS4

RELEASE DATE 10.25.2019



FOUR

PRE-ORDER

LUIGI'S MANSION 3

ROB WATTERS, PRODUCT MARKETING LEAD, NINTENDO

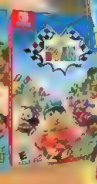
"In *Luigi's Mansion 3*, players take on the role of the reluctant and cowardly hero Luigi, who once again has to save his friends from King Boo and his ghostly cohorts. The action takes place in a haunted hotel, where each floor has a unique theme that really varies the gameplay. Luigi starts on a floor that looks like it belongs in a hotel, but there [are] also ones that are like a medieval dungeon and a Hollywood movie studio. Luigi also has the new upgraded Poltergust G 00, which can slam enemies or blow away their defenses. Plus, he can summon Gooigi, a gooey Luigi doppelganger who can go places Luigi can't. A second player can even take control of Gooigi for co-op play. I really love playing as Gooigi. Since he's made of goo, he's able to slip through tight spaces, walk on spikes, and otherwise help Luigi overcome obstacles he can't get past alone."

FACT FILE

PUBLISHER NINTENDO
DEVELOPER NEXT LEVEL GAMES
PLATFORMS SWITCH
RELEASE DATE 10.31.2019

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FIVE

TOM CLANCY'S GHOST RECON BREAKPOINT

NOUREDINE ABOUD, EXECUTIVE PRODUCER, UBISOFT

"Tom Clancy's *Ghost Recon Breakpoint* puts you in the boots of an Elite U.S. Special Operations Forces Unit stranded behind enemy lines. You will have to fight to survive, to adapt to the terrain, to gear up, and will be able to use a variety of new weapons, vehicles, specializations, and perks to take down your enemy. *Breakpoint* includes new gameplay mechanics to create a fresh and intense military survival experience: fatigue and slopes, injuries, bivouac, terrain impact, prone camo, carry buddy, and much more. We also bring a brand-new soft class system and many new tools to widen your options in terms of playstyle, such as solo sync shot drones and a fence-breaching kit. But one of the most important additions is that you'll be able to create and customize your Ghost and keep them with their gear, skills, and weapons for both the campaign and multiplayer."

BUY NOW

FACT FILE

PUBLISHER UBISOFT

DEVELOPER UBISOFT PARIS, UBISOFT

BUCHAREST, UBISOFT MONTPELLIER, UBISOFT

BORDEAUX, UBISOFT ODESSA, UBISOFT KIEV,

UBISOFT BELGRADE, UBISOFT MILAN

PLATFORMS XBOX ONE, PS4, PC

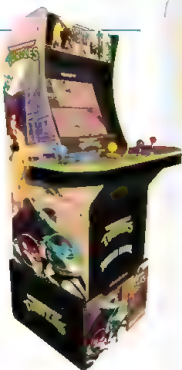
RELEASE DATE 10.04.2019



HOT HARDWARE

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COVER STORY



PRE-ORDER

DOOM ETERNAL

MEET YOUR MAKYR

BY JOSH HARMON

It's hard to overstate the importance of *Doom* to the history of gaming. The series first debuted on PC 26 years ago this December, helping to usher in a rise in the popularity of first-person action games that's continued through to today. With the launch of *Doom Eternal*, it's entirely possible that millions of people who weren't even born when the first game released will be diving into this new chapter.

Much of the excitement for this next installment is due to the brilliant way the last game in the series embraced that longstanding history. The 2016 *Doom* didn't jettison the past, but it didn't get bogged down in it, either. Anyone who dug into the lore and optional story logs could spot nods to the previous games and hints at a larger universe connecting everything. But if you were a newcomer just looking for a fast-paced adventure, you

FACT FILE

PUBLISHER BETHESDA SOFTWORKS
DEVELOPER ID SOFTWARE
PLATFORMS XBOX ONE, PS4, PC
RELEASED 05-03-2020

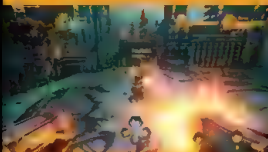


It's entirely possible that millions of people who weren't even born when the first game released will be diving into this new chapter.

***Doom Eternal* brings back many of the fan-favorite weapons from previous games in the series and throws some new ones into the mix for good measure**

A la Battlemode

So far, id Software has revealed one banner multiplayer mode for *Doom Eternal*: Battlemode, as it's called, represents a marked departure from the multiplayer of the last game, which centered on two teams of fairly muted marines duking it out. Players could occasionally unlock the ability to temporarily play as a demon as a way to mix things up, but the experience hardly matched the excitement of single-player.



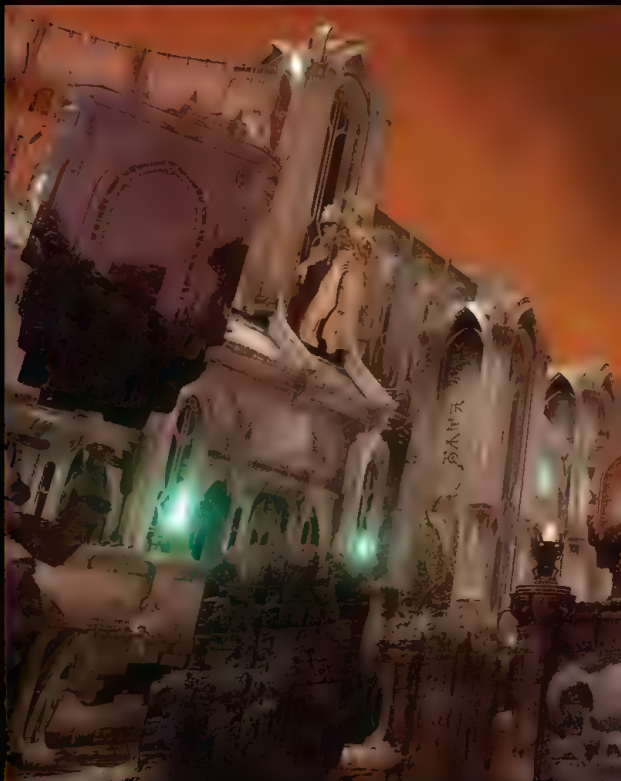
In Battlemode, one player will control a no holds barred, fully equipped Doom Slayer, while two others will take on the roles of demons cooperating to take the Slayer down. The playable demons will offer a variety of different attack options. The Revenant, for instance, can hover around and fire rockets, while the Mancubus has dual rocket launchers and flamethrowers but is just as slow to move as the vermin in the campaign. Since the Slayer is so powerful, the demon team will need to use cunning to gain the upper hand—though they can also call in AI-controlled enemies to help level the playing field.

could blaze through the story without ever once feeling lost. By putting gameplay first and turning what could have been so much narrative baggage into a smart, streamlined approach to storytelling, developer id Software breathed new life into a series that had been dormant for years.

So what can you possibly do to follow up that kind of success? In a word: more. More enemies, more weapons, more intensity, more mythology, and, above all else, more game. According to id's public statements, the campaign experience in *Doom Eternal* will

be substantially longer than the last game, clocking in at around 20 hours to complete. If the estimate holds up, that's almost twice as long as the 2016 game. Throw in an expanded multiplayer component (see "A la Battlemode" sidebar), and you've got a whole lot of bang for your buck.

We're not just speaking metaphorically, either. *Doom Eternal* brings back many of the fan-favorite weapons from previous games in the series and throws some new ones into the mix for good measure. The new Ballista, for example, is a heavy-duty sniper of sorts, firing



a single, powerful shot straight ahead. If you charge it up, the bolt will stick into an enemy before detonating, which should come in handy with crowd control. You'll also be able to dish out damage with a new class of weapons mounted to your shoulder with a robotic arm, allowing you to chuck a few grenades or belch out some flames even with your hands full.

Some of the returning weaponry is overhauled, too. The much-loved Super Shotgun now has a grappling hook attachment as its alternate fire mode. You can use this hook to quickly move around the environment, but



Say Yes to the Mess

One of the biggest new additions to *Doom Eternal* is a feature the team calls "destructible demons." Rather than simply attacking bad guys until they run out of hit points and fall over (or worse), you'll now be able to witness the effects of your bombardment in real time as enemies take damage. Particularly tough enemies will wear down over the course of the fight, turning them from run-of-the-mill scary to truly terrifying, zombie-like foes. In some cases, you may be able to use this destruction to disable enemy attacks, say, by taking off a mounted cannon.

Of course, this is a family-friendly magazine, so we can't show you any of the more gruesome examples it has cooked up, and we'll refrain from talking about them in detail just in case you're having lunch while reading. Suffice it to say, this is one feature that will no doubt help the game earn its M rating from the ESRB.

It's also helpful for grabbing onto an enemy to swiftly close the distance for a close-range follow-up attack. Other weapons, like the combat shotgun, have seen updates to the mods you can unlock, adding never-before-seen firing modes or special attacks.

Standing against your expanded arsenal are some new foes designed to be even deadlier. All told, *Doom Eternal* will have twice as many enemy types as its predecessor, but two additions in particular have caught our eye so far. The Marauder is a hulking, bipedal demon with massive horns that seems to have taken a few style and combat tips from the Slayer. He sports a massive pauldron that resembles a chunk of the Slayer's Praetor Suit, and one of the two weapons he wields bears a striking resemblance to your own Super Shotgun. (The other is a massive axe made of energy.) Next up is the Doomhunter. Judging by the name and his half-organic, half-robotic appearance, this demon was likely built for the express purpose of giving the Slayer a run for his money. Mounted to a heavily-armed hoverboard, the Doomhunter wields a massive flamethrower with a skull-shaped barrel in its one remaining arm. The other has been transformed into a dual-bladed chainsaw. Seems like a pretty friendly dude, right?

Just as the roster of enemies you'll fight is bigger than ever, so are the environments.

As we've touched on in previous *Gamecenter* coverage, *Doom Eternal* will push beyond the familiar locales of Mars, and that other very hot, not-so-nice place. Like *Doom II*, part of the game will take place on an Earth that's fending off a demonic invasion, but that's just the start. As hinted by the title, this mission will send the Doom Slayer to id's version of Heaven. It turns out someone up there had big plans for the apocalypse, and they're none too happy that the Slayer is trying to avert them. So far, we've seen very little of these heavenly levels beyond some environments and one particularly menacing-looking angelic creature.

***Doom Eternal* will push beyond the familiar locales of Mars, and that other very hot, not-so-nice place.**





Vicious Circle

One of the most highly regarded features in 2016's *Doom* was the Glory Kill system, which allowed you to perform special takedowns on weakened enemies to guarantee they'd drop a health pickup. In *Doom Eternal*, this system has been expanded dramatically with new variations that offer players even more strategic options for controlling the pace of the fight. Here are the different finishers at your disposal and how you'll want to use them to survive.

Glory Kill

This is the standard, back from the last game, though with a slight twist: The Doom Slayer now carries out these moves using a mounted arm blade. To activate, you just have to wear down an enemy until they begin to flash blue, then close the distance and perform a melee attack. Taking out a demon this way will always cause health items to drop, so it can be advantageous to get up close and personal when you start taking too much damage. Since your health doesn't regenerate automatically, staying aggressive can be key to survival.

Chainsaw

Like in 2016's *Doom*, taking out an enemy with the chainsaw will cause them to drop ammo. The trade-off, of course, is that you'll need to make sure you have fuel to carry out the attack, and larger enemies will take more fuel to defeat. In the last game, however, chainsawing enemies felt more or less like an optional or last ditch maneuver, since ammo pickups were so plentiful. Based on what we've played of *Doom Eternal*,

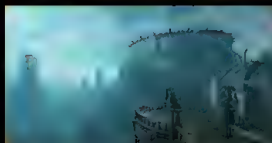
ammo is much scarcer, so you'll want to rely on the chainsaw more often.

Shoulder-mounted weapons

The Doom Slayer can now equip gadgets mounted to a robotic arm on his shoulder, like a flamethrower or grenade launcher. Using these weapons to take out enemies will guarantee they drop armor upon death, allowing you to take a little extra damage before incoming fire starts to chip away at your health. For maximum survivability, you'll want to alternate between using these weapons and your standard attacks to keep a steady stream of armor drops coming.

Blood Punch

The Blood Punch feature is more of a neat add-on to the existing system than an alternative tactical option. Now, performing Glory Kills will build up a meter. Once it's full, you can unleash Blood Punch, a powered-up melee attack that sends out shockwaves when it lands. If you use it right, you'll be able to take out multiple enemies with a single swing



known as the Khan Makyr. Given the sci-fi look of both the Makyr and his realm, we wouldn't be surprised if there's more going on here than meets the eye.

In addition to expanding the scope of the universe, *Doom Eternal* will also be getting a little more personal with its hero. Id has teased answers to questions fans might have had after the last game, like whether or not the current Slayer is the same marine who fought in the original *Doom* way back when. (Our best theory? He's not, and you're going to have to fight the O.G. at some point during the campaign.)

In addition to expanding the scope of the universe, *Doom Eternal* will also be getting a little more personal with its hero.

Along those lines, *Doom Eternal* will also feature a hub area of sorts that shows where the Slayer "hangs out," as game director Hugo Martin described it at QuakeCon 2019. Bethesda and id are keeping the specifics of this hub under wraps for now, but it's hard not to imagine the possibilities. Does he kick back in a La-Z-Boy and watch sports in full battle armor? Does he sleep in the helmet? For that matter, does he sleep?

Whether you're in it for the intimate details of the Slayer's personal life or the action-packed fun of a world-saving adventure, *Doom Eternal* will scratch that itch when it launches on Xbox One, PlayStation 4, and PC. **G**





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PREVIEW

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WATCH DOGS: LEGION

WELCOME TO THE RESISTANCE

BY MICHAEL GOROFF

FACT FILE

PUBLISHER UBISOFT
DEVELOPER UBISOFT TORONTO
PLATFORMS XBOX ONE, PS4
RELEASE DATE 03.06.2010

Ubisoft generally likes to play it safe with its major properties. *Far Cry*, for instance, hasn't changed that much in the last decade or so. But every so often a game like *Assassin's Creed Origins*, *Ghost Recon Wildlands*, or *Rainbow Six Siege* will come along and completely change a franchise's trajectory.

Watch Dogs looks to follow that example. The upcoming third game in the series completely blew up expectations by announcing that players will be able to recruit and play as anybody they encounter in the game's near-future version of London.

This isn't just a gameplay gimmick. Playing as anyone is rooted in the series' overarching narrative: London is on the verge of a pure autocratic take over, with the government employing massive state surveillance efforts

The upcoming third game in the series completely blew up expectations by announcing that players will be able to recruit and play as anybody they encounter.

and private armies to control the increasingly agitated populace. In response, DedSec has grown from a local hacktivist group to a full-on resistance movement.

"We felt that as we moved into a game universe where the stakes are much higher, it made sense to have an even bigger team," *Watch Dogs Legion* creative director Clint Hocking said. "Once we had the vision that DedSec would be a resistance movement, it became clear that recruiting people from the open world made the most sense."

One lingering question remains, and that's how developer Ubisoft Toronto plans on telling a compelling story when you don't technically have a singular main character. Whether it's the original game's Aiden Pearce or especially the sequel's Marcus Holloway, *Watch Dogs* has been known for its iconic protagonists. In *Legion*, instead of building attachments to specific characters, Ubisoft is banking on players creating their own heroes.



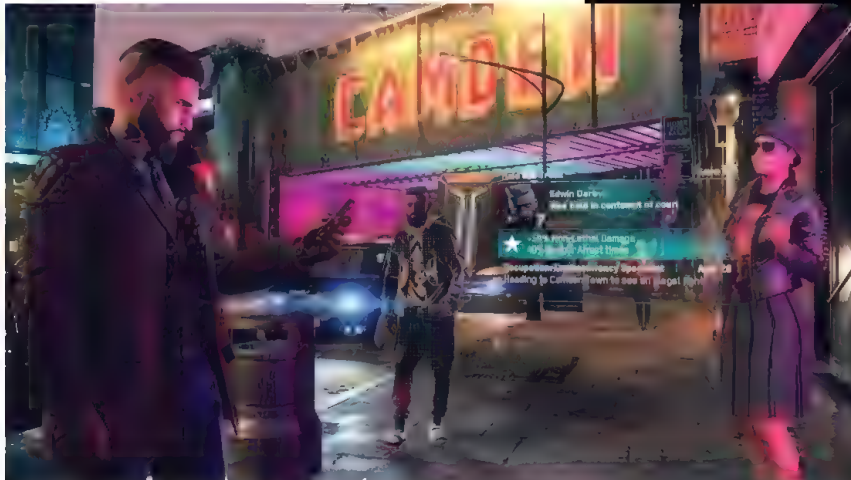
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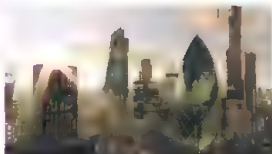
In addition to its hacking-based gameplay, *Watch Dogs* has garnered much acclaim for how it recreates its real-world settings. *Legion* looks to continue this trend with London, and a lot of work went into nailing the feel of that great city.

Creative director Clint Hocking explained that many of Ubisoft Toronto's team members are from the U.K., as are their developing partners at other Ubisoft studios, most notably Ubisoft Reflections. Beyond that, Hocking said that the team "completed research trips to London, where we met with dozens of different people from all walks of life to get inside information, and to come to understand London and the U.K. from a huge range of different perspectives."

Besides just being one of the most populated cities in the world, there are significant narrative implications to setting the game across the pond, Hocking explained.

"London is one of the most iconic cities in the world and has the most surveillance. It's bursting with history, diverse culture and has been at the forefront of society and technology for hundreds of years. For the themes of *Watch Dogs: Legion*, it was an excellent fit."





"When you get a cutscene, it stars the character you recruited as your hero," Hocking explained, "and includes their voice, their clothes, their unique dialogue, their individual animation style, movements, performance, and everything else—whether that's a former M15 action hero, or a granny you saw feeding pigeons in the park—or anyone in-between. We think players will be really invested and have a lot of fun building their DedSec groups, while progressing through the rich storyline."

One way that players will be able to invest in their characters, beyond emotional attachment, is in *Legion's* light RPG elements. It

doesn't sound like each individual character will have as deep a progression tree as Marcus did in *Watch Dogs 2*, but Hocking confirmed that in *Legion*, "characters can level up individually, and earn new abilities and perks. On top of that, DedSec itself levels up as well, giving new tools and capabilities to all of your operatives—so in addition to just leveling your individual characters, you also get to engage with leveling up and customizing your team as a group, even if you haven't played as some of your other operatives as frequently." Players

can also lose characters with *Legion's* new permadeath system, so keeping characters who you've progressed alive will create an even deeper emotional connection to the world.

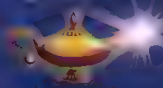
Deep down, *Legion* is still a *Watch Dogs* game, with the same kind of tried-and-true hacking and action you'd expect. But the third game in the series also marks a leap forward technologically and artistically. Ubisoft likes sticking to a formula, but *Watch Dogs: Legion* is looking to prove that it's still not afraid to innovate. **G**

Deep down, *Legion* is still a *Watch Dogs* game, with the same kind of tried-and-true hacking and action you'd expect.



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ORI AND THE WILL OF THE WISPS

GLOW UP

BY MICHAEL GOROFF

Ori and the Blind Forest took a lot of players by surprise when it launched as an Xbox and Windows exclusive in 2015. On the outside, Ori looked like a standard, artsy indie platformer, with beautiful visuals and an emotional story. But what players were not expecting was for *Ori and the Blind Forest* to be a game that actually challenged them, which is exactly what it did.

Now Ori is returning for the sequel, *Ori and the Will of the Wisps*, and expectations this time around are very different. Given how beloved *Blind Forest* was for its difficulty and its gameplay, developer Moon Studios is looking to deliver a game that not only hits players directly in the feels, but also lives up to its

reputation as a top-tier platformer.

The most noticeable change is that the visuals somehow look even better than they did in the first game, with more detailed animations and an artistic style that seems to be adding more colors to its palette. This is mainly due to how Moon Studios is modeling the world.

"*Ori and the Blind Forest* used animated 2D sprites throughout the title and with *Ori and the Will of the Wisps* we shifted to a full 3D pipeline which has created huge visual benefits," said Xbox Game Studios senior producer Daniel Smith. "Even though the original game was 60 frames per second, our character animations were 30 FPS. With the 3D pipeline our character animations are now at 60 FPS

FACT FILE

PUBLISHER XBOX GAME STUDIOS
DEVELOPER MOON STUDIOS
PLATFORMS XBOX ONE, PC
RELEASE DATE 02.11.2020



ORI AND THE TIME TRIALS

Due to its difficult nature, *Ori and the Blind Forest* became a favorite of speedrunners and streamers who wanted to prove their skills to the world. As a nod to this growing community, *Ori and the Will of the Wisps* is giving more competitive players something to strive for with its time trials.

Will of the Wisps' time trials will take place in adapted versions of the game's single-player world. These small arenas will task players with making it from one end to the other in the fastest time possible. Different environmental obstacles and enemies will give players an opportunity to master Ori's new moves and abilities as they make their way to the goal.



Best of all, the results will be tracked on a worldwide leaderboard, and "ghosts" of your friends' runs will be visible during your run, letting you race against your pals' best times. It's an interesting addition to the series, and a feature we hope to see expanded in the future.

The most noticeable change is that the visuals somehow look even better than they did in the first game.



"Ori and the Will of the Wisps is a direct sequel to Ori and the Blind Forest and will take off where the original title ended."

XBOX GAME STUDIOS SENIOR PRODUCER DANIEL SMITH

as well which makes the game look and feel much better."

Will of the Wisps doesn't launch until next year, so Moon Studios is still keeping a lot of its plot and gameplay changes a secret. We do know that the sequel will find guardian spirit Ori traveling beyond the forest of Nibel as they try to discover their destiny, meaning that there will be more varied environments than in the previous game. However, according to Smith, players who missed the first game won't be lost with the sequel.

"Ori and the Will of the Wisps is a direct sequel to *Ori and the Blind Forest* and will take off where the original title ended," Smith said. "That said, we wanted to bring a fresh entry into the *Ori* universe so it isn't critical to have played through *Ori and the Blind Forest*, and we hope that fans of the original and newcomers equally enjoy the experience."



When it comes to gameplay, Ori definitely seems to have a few more moves in *Will of the Wisps* for both platforming and fighting enemies, such as the ability to dive through sand to get momentum for big jumps. Combat is also getting a major upgrade, according to Smith.

"We flattened the skill tree in favor of a shard system allowing players to find shards and equip them at will," Smith said. "If you are having difficulty with taking too much damage, equip shards that give you more defense. If you are a skilled player and want to

be more of a 'glass cannon,' equip shards that give you high damage or skills at the expense of defense."

Ori and the Blind Forest surprised many players when it launched, not just because it was a gorgeous game, but also because the platforming was challenging and engaging. Expectations for *Ori and the Will of the Wisps* are incredibly high, but Moon Studios has learned a thing or two over the years, and everything we've seen makes us excited for February. 🐉

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PREVIEW

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FINAL FANTASY VII REMAKE

THE FANTASY REMAKE FOR FANS IS FINALLY ON ITS WAY

BY MOLLIE L. PATTERSON

FACT FILE

PUBLISHER SQUARE ENIX
DEVELOPER SQUARE ENIX
PLATFORMS PS4
RELEASE DATE 03.03.2020

Final Fantasy VII Remake may very well be the most anticipated video game remake ever to come along. In the years since *Final Fantasy VII* first launched on the original PlayStation, fans of Square Enix's groundbreaking RPG have wanted to see it updated for a new era. As we get closer to the game's release early next year, we've gotten a better look at all of the work that's going into bringing back such a classic.

Of course, one of the most impactful aspects of *Final Fantasy VII Remake* for longtime fans will be its completely reimagined visuals.

In every way, this is a game rebuilt from the ground up. It's probably easiest to see just how far the game has come by looking at the four main characters shown so far: Cloud, Barret, Tifa, and Sephiroth are all lightyears ahead of their older selves visually, having transformed from squat, blocky cartoons into character models so realistic you'd swear you could meet them while walking down the street.

Speaking of streets, the back alleys and dimly lit buildings of the slums of Midgar are also recreated with stunning detail. As opposed to the original game's prerendered



Of course, one of the most impactful aspects of *Final Fantasy VII Remake* for longtime fans will be its completely reimaged visuals.

Make your fights more old-fashioned with Classic Mode

There are plenty of smaller touches in *Final Fantasy VII Remake*'s more action-oriented combat system that will remind players of the original's more strategic, turn-based battles. If that isn't enough for you, however, Square Enix just revealed an option right up your alley: Classic Mode.

Announced at this year's Tokyo Game Show by producer Yoshinori Kitase, Classic Mode is an entirely different way to play *Final Fantasy VII Remake*. Under standard gameplay, you'll need to manually attack, block, and dodge in real time, more like a modern-day action RPG.

Under Classic Mode, however, Cloud and your other party members will fight automatically. Instead of worrying about controlling them, you'll be able to focus on selecting commands and putting more thought into what to do next. According to Square Enix, Classic Mode "essentially turns the game into a classic menu-based RPG."

While we're not sure that Classic Mode will make *Final Fantasy VII Remake*'s battles feel exactly like you're playing the original *Final Fantasy VII*, it still promises to be a great addition for anyone who prefers their combat a bit more calm and calculated.





backgrounds seen from set camera angles, the world is now fully built and explorable in 3D. Enemy encounters are always visible beforehand, with combat occurring right where you were standing without any loading or warping to separate battle-specific locations. And, in *Final Fantasy* tradition, there will even be a minigame or two to discover around Midgar, such as relaxing with a game of darts, or working out with a trainer at the gym.

Once you're locked in combat with one or more foes, *Final Fantasy VII Remake* truly stands apart from its original self. Whereas *Final Fantasy VII* was completely focused on turn-based battles, here we get a hybrid system of sorts, one that's both incredibly fun and also surpris-



ingly deep. Unleashing standard attacks will be as simple as repeatedly pressing the Square button on your DualShock 4. Don't worry, though: Square Enix hasn't forgotten *Final Fantasy VII Remake's* RPG roots. As your characters attack they'll earn ATB charges, which you can spend to unleash abilities, cast spells, or use

items. And it wouldn't be a *Final Fantasy* game without those all-powerful summons. When Cloud and company are in a bind, they'll be able to call upon allies such as the smoldering Ifrit or the ice queen Shiva.

Promising a well-balanced mix between new ideas and nostalgia, *Final Fantasy VII Remake* is set to remind everyone why the original game was such a groundbreaking RPG to so many longtime fans. And it'll no doubt win over a whole new generation of players in the process. **C**

Once you're locked in combat with one or more foes, *Final Fantasy VII Remake* truly stands apart from its original self.





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With a free tent and NookPhone in tow, you'll set out to build the island of your dreams from the ground up.

Nintendo's *Animal Crossing* series has long offered a tantalizing opportunity: getting away from it all and living the slow life in a quiet town filled with animal friends.

In *Animal Crossing: New Horizons*, however, "getting away from it all" has never been more literal. This time around, you'll arrive on a deserted island empty of anything except for Tom Nook, his offspring, and a small Resident Services building. With a free tent and NookPhone in tow, you'll set out to build the island of your dreams from the ground up. According to Nintendo developers Aya Kyogoku and Hisashi Nogami, instead of starting in a prebuilt town, the team wanted to let players build everything from scratch in *New Horizons*.

Once you've placed your tent, the hard work begins. Deciding what goes where might not be easy, but actually placing things is easier than ever thanks to some of the updates

Animal Crossing: New Horizons will bring. Now, items can be placed both inside and outside, meaning you can make your island far more elaborate or creative than ever before. You can push or pull objects and furniture to get their positioning just right, and should there be a tree in the way of your grand plans, they can now be dug up and replanted with ease. And, in a twist that'll have players everywhere keeping islands always looking their best, Tom Nook will now even buy the weeds you've pulled. So, the better you keep up your surroundings, the more Bells you'll have in your pocket.

Speaking of Tom Nook (and sons), *Animal Crossing: New Horizons* is introducing an idea called the Nook Mileage Plan. You can earn Nook Miles by accomplishing a variety of tasks, from selling possessions, to catching fish, to making tools, and much more. Earn enough points, and you'll be able to trade them in for

ANIMAL CROSSING: NEW HORIZONS

**THE BEST GAME TO PLAY ON A DESERTED ISLAND
ABOUT A DESERTED ISLAND**

GAME FILE

PUBLISHER NINTENDO
DEVELOPER NINTENDO
PLATFORMS SWITCH
RELEASE DATE 03 20 2020

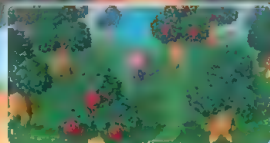
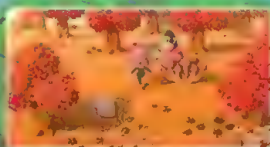
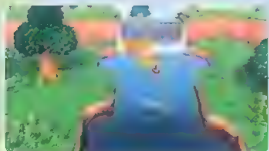
special items, new recipes, and other goodies. Of course, not all of your activities on the island will earn you Nook Miles, but that's okay—you'll have plenty to see or do just for fun. Some of the new activities available will even be helpful in some way, such as the ability to pole vault across rivers in lieu of finding the nearest bridge.

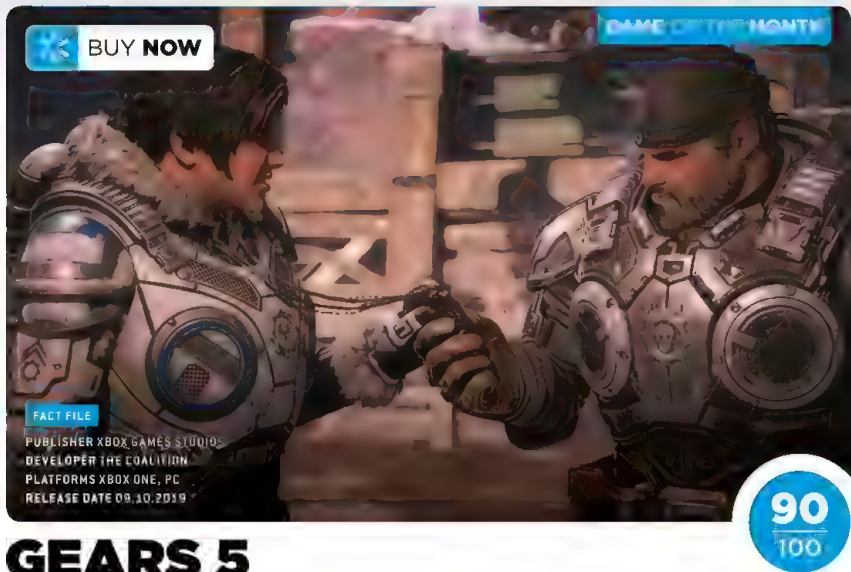
While *Animal Crossing: New Horizons* will have plenty to offer anyone going it solo, you'll also be able to play together with friends to help liven things up. Up to four players will be

able to inhabit the same island on the same Nintendo Switch, and you'll all be able to work (and play) together on the same TV locally. If you prefer your screen a little less cramped, but your world more so, up to eight players can visit a player's island through either local wireless play or over the Internet.

No matter if you tackle the island with a group of real-life pals, or go it alone with only your animal friends, *Animal Crossing: New Horizons* is shaping up to be the most exciting, yet relaxing, chapter of the series yet. ☺

Put those
crippable
human thumbs
to work





GEARS 5

GROWING UP GEARS

BY MICHAEL GOROFF

It's weird to think of *Gears 5* as "flying under the radar." After all, it's the sixth game (or seventh, if you count the remastered original) in a storied franchise. But ever since *Gears of War 3* capped off the original trilogy's storyline, the last few games in the series have seemed more like fun if somewhat lackluster distractions rather than essential entries. Given its track record, you'd be forgiven for assuming that *Gears 5* was more of the same.

Of course, you would be sorely mistaken. *Gears 5* doesn't just improve upon *Gears of War 4* in pretty much every way. It's also one of the best games in the series.

Gears of War 4 famously shifted our attention away from Marcus Fenix and the original delta squad and instead focused on Marcus' son, J.D., and his scavenger pals Kait and Del. *Gears 5* picks up right where the previous game left off and immediately digs deeper

into these characters and their group dynamic. The story will once again require you to cut through hundreds of Swarm drones and other nasty subterranean monsters, but *Gears 5* isn't just another big, dumb action game. It's a much richer character story than a *Gears* game has any right to be.

Having officially joined up with the COG, all three of the main characters are trying to figure out what it really means to be a Gear. Taking after dear old dad, J.D. sees himself as a

natural born leader, but he's a little too eager to prove himself. Del, on the other hand, isn't so gung-ho about how the COG operates, especially when it comes to dealing with civilians and outsiders. And Kait is still trying to figure out how exactly she's connected to the Locust, having been stricken with headaches and hallucinations ever since the end of *Gears 4*. Discovering the answers to these questions and seeing how the characters grow and change over the course of the campaign makes for a




compelling, rich narrative.

The story isn't the only place where *Gears 5* moves the series forward. Small but significant gameplay tweaks create even more possibilities in combat situations. Namely, *Gears 5* lets you use and level up Jack, the series' longtime robot companion, to help you out against the Swarm threat. Jack can perform multiple functions including stunning enemies, shielding friendlies, and taking over the mind of a nearby Swarm soldier, making them fight for you. While the franchise's signature cover-based gameplay is still the main event, knowing when to use Jack's abilities and when to let them cool down adds a new strategic element to firefights. Players who are new to the franchise can also control Jack in co-op if they want a less stressful experience. Add to that a suite of new weapons like the Claw and

the Talon, and *Gears 5* strikes a great balance between familiar territory and new mechanics to explore and master.

Multiplayer is largely the same, but if it ain't broke, why fix it? Horde is just as fun as always, even adding energy sources that players can choose to either defend or ignore. Standard multiplayer has received a new mode called Arcade that majorly mixes up the series' now-infamous Gnasher meta. And then there's Escape, which tasks a team of up

to three players with gas-bombing individual Swarm hives. Escape isn't the deepest mode, but it's fun if you like to chase leaderboards, and it also comes with a simple but enjoyable stage-building system that lets you create and upload your own hives.

Gears 5 rejuvenates the series in unexpected ways while still maintaining the secret sauce that made the series so beloved in the first place. The next generation of *Gears* has officially arrived, and the future is bright indeed. 

***Gears 5* doesn't just improve upon *Gears of War 4* in pretty much every way. It's also one of the best games in the series.**





PARTING SHOTS

Lynell Jinks

CREATIVE DIRECTOR, WWE 2K20



"We're really excited to drive the WWE 2K franchise into the future and show players our vision and creativity."

VITAL SIGNS

OCCUPATION
CREATIVE DIRECTOR, VISUAL CONCEPTS

GAME HIGHLIGHTS
WWE 2K, NBA 2K, NFL 2K

WGC: WWE 2K20 is the first game in the WWE 2K series developed solely by Visual Concepts. What has the team brought to the game now that you're fully in control of development?

Lynell Jinks: The Visual Concepts team sees this as "our time!" We're really excited to drive the WWE 2K franchise into the future and show players our vision and creativity. One of our new ideas that really sets *WWE 2K20* apart from previous *WWE 2K* games is *WWE 2K20* Originals, which will give players exponentially more content to play after the game launches and explores whole new fantasy worlds with unique versions of popular WWE Superstars.

WGC: One of the special modes in WWE 2K20 is 2K Towers: Roman's Reign. In what ways will this mode give fans a look at Roman Reigns' career?

LJ: 2K Towers: Roman's Reign allows players to follow "The Big Dog" through his time as a member of The Shield, as well as his rivalries with Brock Lesnar, John Cena, Undertaker, Braun Strowman, Bray Wyatt, Drew McIntyre and more. Overall, players will compete in 16 matches and live out key chapters in Reigns' impressive career. Every match includes a live-action introduction from Roman discussing the challenge that lies ahead. Gameplay-wise, players can expect an ever-increasing challenge, as Reigns battles some of the greatest in-ring competitors in WWE history.

WGC: In addition to 2K Towers, WWE 2K20 also features 2K Showcase: The Women's Evolution. Why was it important to give the WWE's woman's division its own special mode?

LJ: Players have been asking for a female-centric 2K Showcase and MyCAREER, and in *WWE 2K20*, we're giving them both of those things. If you watch WWE programming, you know that the Women's Evolution is a story like no other and has been a massive success, with Superstars like Becky Lynch, Ronda Rousey, Charlotte Flair, Sasha Banks, and Bayley break-

Bringing the splendor and spectacle of the WWE to the world of video games is never easy, but the *WWE 2K* series continues to push that goal forward. This year, Visual Concepts is fully taking the reins—or, you might say, Reigns—in developing *WWE 2K20*. The team's bringing an array of additions to the game, so we jumped into the squared circle with *WWE 2K20*'s creative director Lynell Jinks to pin him down on what fans can expect.

ing barriers and forging a new path for female Superstars of the future. At *WrestleMania 35*, women headlined *WrestleMania* for the first time ever, and that match is the ultimate moment in 2K Showcase: The Women's Evolution. We're watching history being made and in *WWE 2K20*, we're giving players [a chance] to relive those moments firsthand.

WGC: As you mentioned, one of the really interesting additions this year are the WWE 2K20 Originals Packs. Can you tell us more about these special expansion packs?

LJ: If you take a look at our upcoming *WWE 2K20* Originals themes, you can get a sense of the imagination our team at Visual Concepts has. We've got Halloween-themed *Bump in the Night*, which includes fan-favorite "The Fiend" Bray Wyatt, post-apocalyptic *Wasteland Wanderers*, 1980s throwback *Southpaw Regional Wrestling*, and the futuristic *Empire of Tomorrow*. Each of the *WWE 2K20* Originals packages has its own unique 2K Showcase storyline, multiple story-driven Towers, all-new takes on popular WWE Superstars, such as the Frankenstein-inspired *FrankenStrowman* and a truly demonic take on Finn Bálor, unique arenas, and new creative costume- and character-customization parts.

WGC: If you were to debut in the WWE as a new Superstar, who would you be?

LJ: If I were to debut as a WWE Superstar, my name would be JINX and I would look like a mix of Boogie Man and Papa Shango with a touch of a New Orleans Witch Doctor like Dr. Facilier from *Princess and the Frog*. The entire gimmick would be to put curses on Superstars and jinx their matches. In order for me to perform my witchcraft, I would create a voodoo doll of the Superstar I was jinxing. I would be a lone wolf creeping in the shadows and the underbelly of the WWE. Other WWE superstars would hire me to put a jinx on their opponents. The fun part is that I wouldn't even have to show up all the time, you would know I was there by seeing a voodoo doll laying in the ring or tied to the ring post after a match. 🧙

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